How to / Maniaplanet / Map editor / Shootmania

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The offzone & F5 - Test map

The "offzone", defined by the map maker, is an area which cannot be visited by the player without him dying immediately.
It's mainly used to kill the players who got into a location which they can't get themselves out of without restarting/respawning.

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After pressing the "Edit offzone" button, you can place/remove blocks which will display as "offzone" while playing.

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Now press F5 and place the little man where you want it to start the testing.

CLICK IMAGE TO ZOOM

The persona is now placed exactly where you dropped it. From here you could explore the map. The offzone is seen on the left side.

Setting the game map type

Before building a map, you should've considered for what **game mode** your map is built.
Depending on the game mode, your map will have to include different features (like a pole, several spawns ...).

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Press the "advanced customisation" button on the main editor screen. Then select the "Set map type" option.

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Now you can either select an item from the list at the top.
(Forget the "map style", it's not important)

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Alternatively you can chose "select from file" to load a newly acquired game mode type.

Short overview of game modes / map types:

Melee gameplay:
All vs. All - 1 hit gives 1 point. Player with X points wins. Player respawns after getting killed.
Melee requirements:
Lots of spawns recommended

Royal gameplay:
All vs. All - The longer you survive around the center pole, the more points you get. Player with X points wins.
Royal requirements:
1 Pole required
Lots of spawns recommended.

Battle gameplay:
Team vs. Team - Poles have to be conquered. Players respawn after getting killed.
Battle requirements:
2 spawns A/B type for each team.
Equal amount of A/B poles for each team.

Jailbreak gameplay:
Team vs. Team - All opponent players must be jailed. Player gets jailed upon kill but can be walk out of jail when co-player uses pole.
Jailbreak requirements:
2 spawns A/B for each team.
2 jail spawns A/B for each team.
Offzone around the jail section.
A/B poles to free player.

TimeAttack gameplay:
Single player - Player must move through the track from spawn to last CP, passing all other CPs during the run.
TimeAttack requirements:
1 initial spawn
Multiple Poles (Checkpoints)
Final Pole (Finish)

TIP:
Load maps from Mania-Exchange and check what game mode they support and what builds they require.

Validating the map / Block properties.

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In the lower right corner, the flag symbol stands for "**validate the map**", which means that the editor will check that all demands of the selected **game mode type** are met by your map.
If the flag is green, everything is ok. If it is red, click it and it will tell you what parts need to be inserted or modified.

Click the "**Block properties**" button in the upper left corner to highlight all spawns and poles on the map, then click on the item to change its properties.

REMEMBER: Your map must be validated against a particular game mode type, otherwise it cannot be loaded on servers !

Saving & Calculating shadows

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When you're ready to save your map, you'll be asked to calculate the shadow overlay for your map. In the editing stage, you can always select "fastest" but when you're finally publicising your map, you should've calculated and saved at least "default" quality shadows.

A new calculation must be done everytime after changing parts of the map or changing the daytime mood.

BTW: You CAN calculate high-quality shadows, but even Nadeo doesn't do that (because it takes about 3-4 times as long as "default" quality).

OK, that's it. These were the basics of the track editor.

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